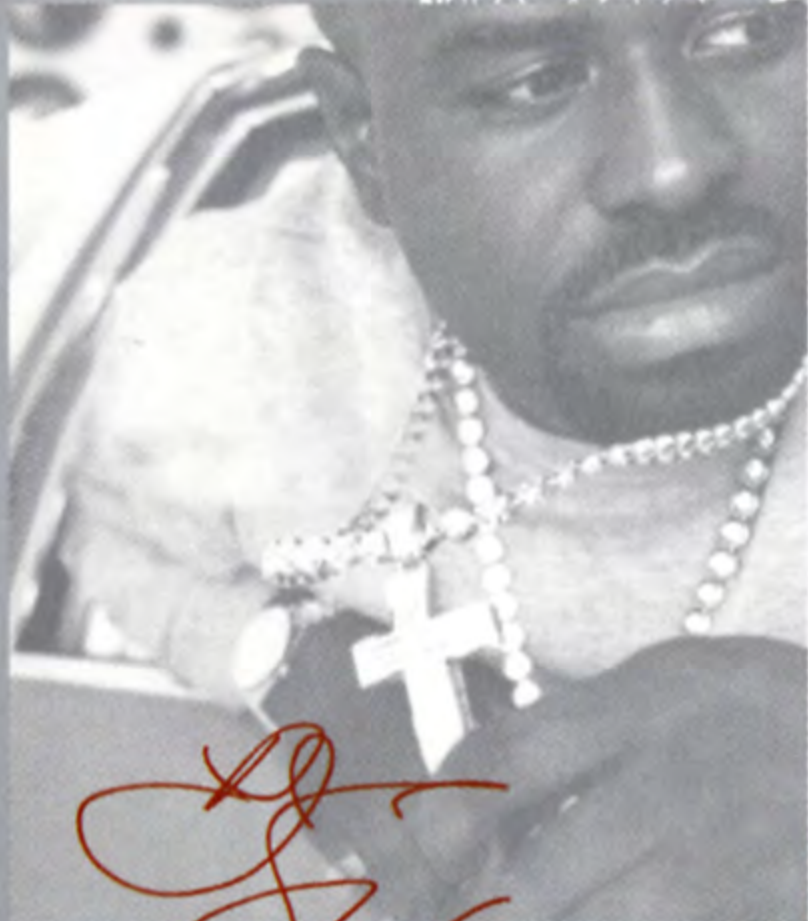




MUSIC TELEVISION®

# MUSICGENERATOR™ 2



FEATURING PLATINUM DJ  
FUNKMASTER FLEX

*Funkmaster  
Flex*

MUSIC CREATION FOR PLAYSTATION®2



Codemasters® 

GENIUS AT PLAY™

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

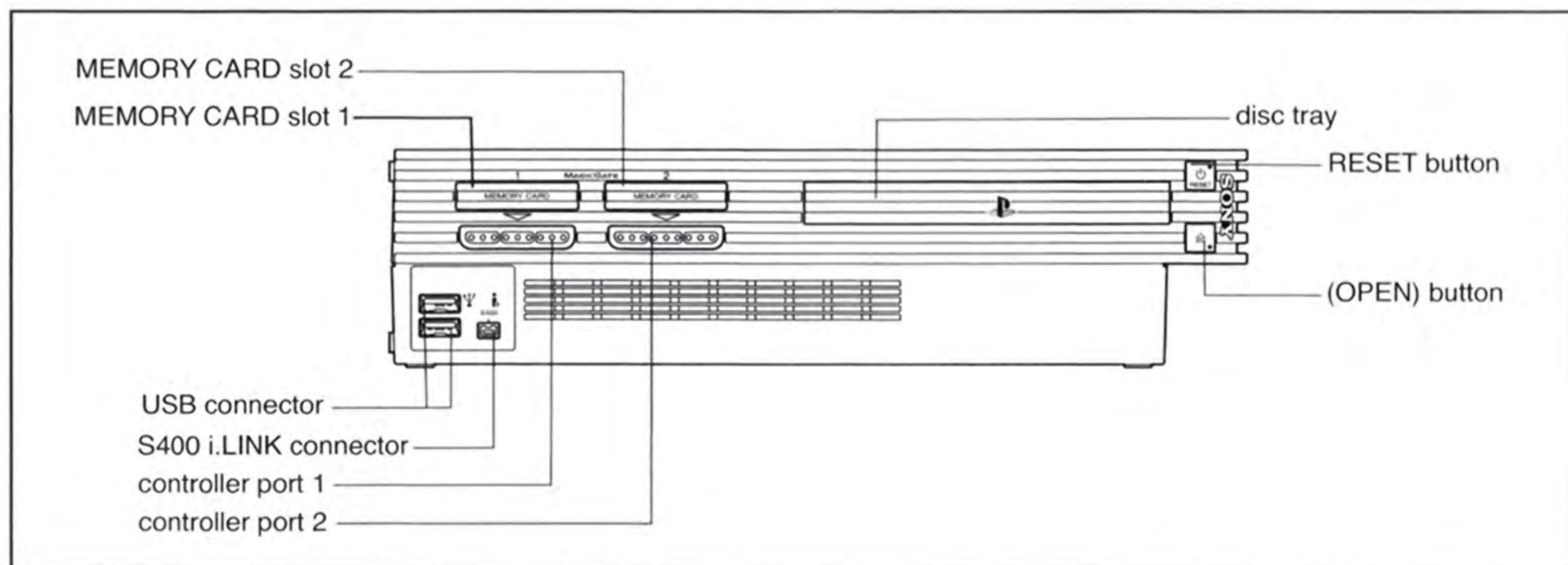
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# CONTENTS

<b>Getting Started</b>	<b>2</b>
<b>The Basics</b>	<b>8</b>
Using Riffs In Your Track	8
<b>Tutorial 1</b>	<b>10</b>
<b>Tutorial 2</b>	<b>12</b>
Playing Your Track	13
<b>Tutorial 3</b>	<b>13</b>
Editing Your Track	13
<b>Tutorial 4</b>	<b>15</b>
<b>Tutorial 5</b>	<b>16</b>
Saving And Loading Your Track	17
Track Volume, BPM And Effects	19
<b>Tutorial 6</b>	<b>21</b>
<b>Now Add A Video</b>	<b>22</b>
<b>Advanced Techniques</b>	<b>24</b>
Sampling Sounds	31
Defining Shortcuts	34
Jamming	35
Options Menu	37
Credits	38

**IF YOU READ NOTHING ELSE, READ THE  
TUTORIAL SECTIONS AND GET MIXING STRAIGHT AWAY**

# GETTING STARTED



## To start generating music on your PlayStation®2:

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MTV Music Generator™2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Royalty-free License

You are entitled to a worldwide royalty-free license to make, use, sell, distribute and publish any works that you create with MTV Music Generator™2 using any of the audio or video components that have been created for this product (except for components relating to the original licensed compositions by the credited artists) provided that such works are clearly marked on the media or packaging as being created using MTV Music Generator™2 (displaying the MTV Music Generator™2 logo where physically / technically possible) and that you have posted to us notice of your intended use.

This acknowledgement should contain brief details about the works you have created and contact information. Post your acknowledgement to:

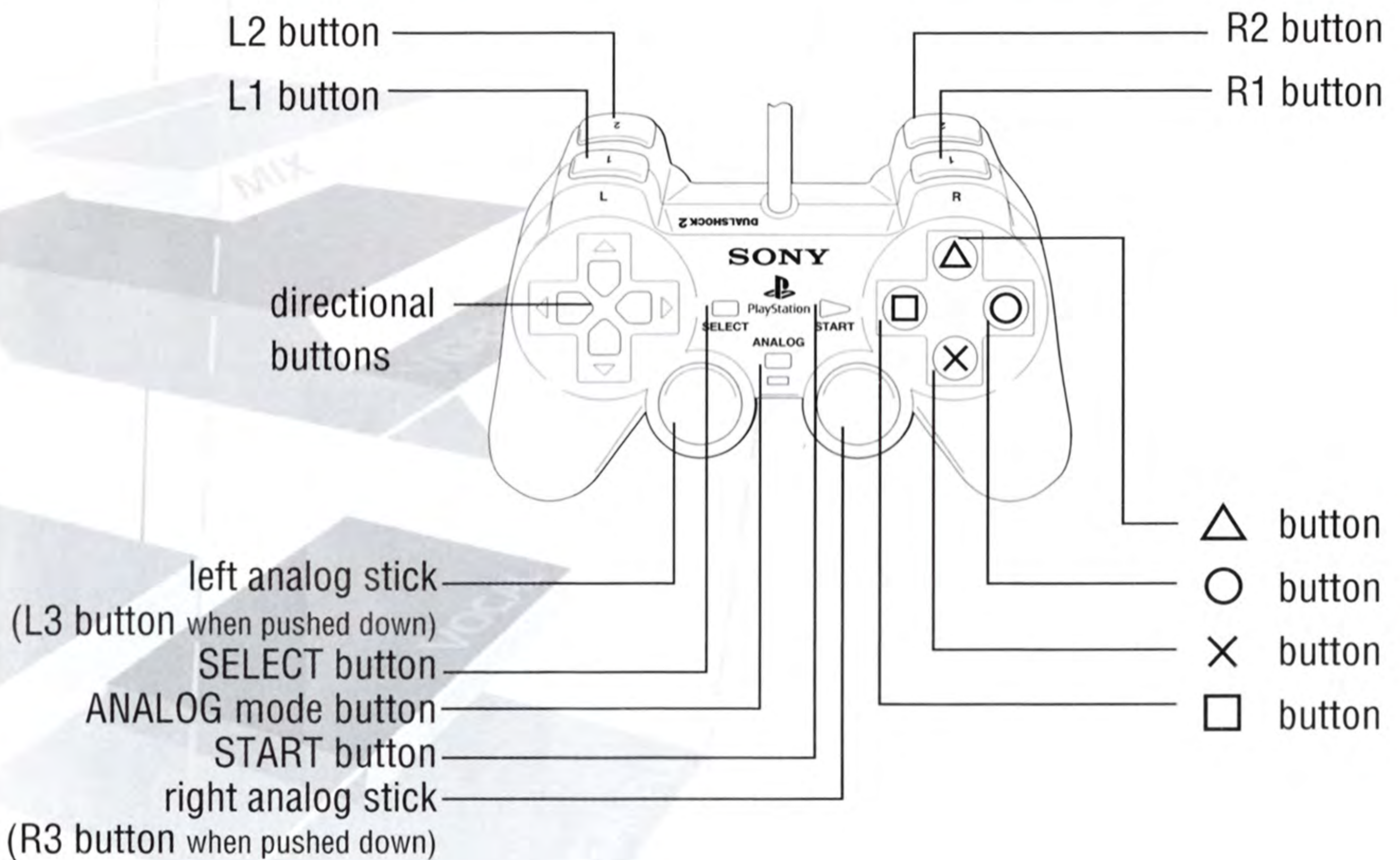
MTV Music Generator™2 Registration Department,  
PO Box 6,  
Leamington Spa,  
Warwickshire,  
UK

or email:  
[songregistration@codemasters.com](mailto:songregistration@codemasters.com)

**This license does not include the right to use any recordings or components of MTV Music Generator™2 in any commercial music or video creation product. No license is granted in respect of the original licensed compositions by the credited artists or any component or sample within those tracks.**

## The Controls

### DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

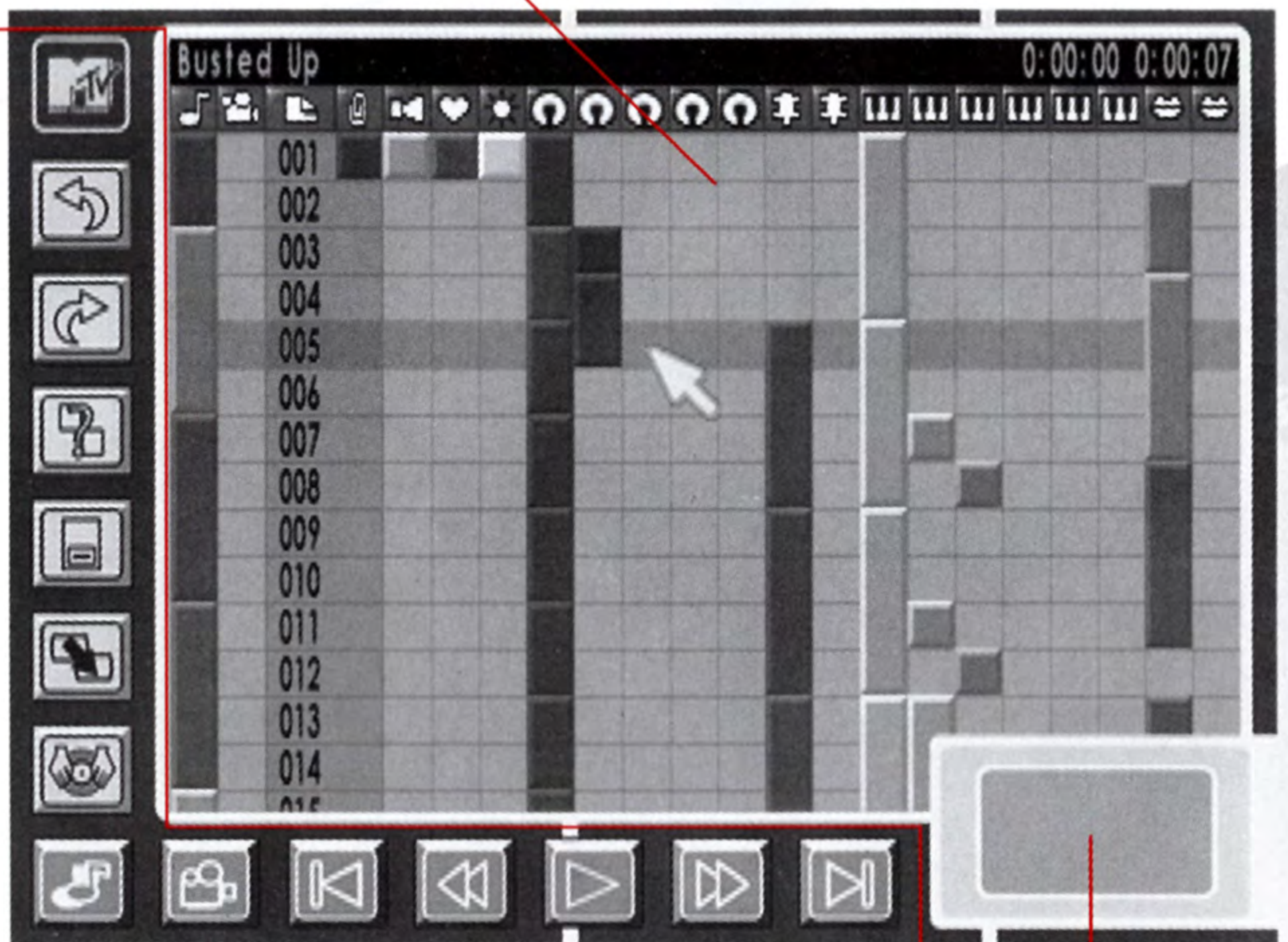


- |                     |   |                                  |
|---------------------|---|----------------------------------|
| directional buttons | - | scroll area indicated by pointer |
| left analog stick   | - | move pointer                     |
| △ button            | - | cancel                           |
| ○ button            | - | menu                             |
| × button            | - | action                           |
| □ button            | - | delete                           |
| START button        | - | play/stop                        |
| SELECT button       | - | highlight an area                |

## The Screen

Track Window


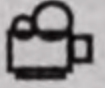













Skin Controls



**Video Preview:**  
Click here to see your video  
in full screen mode.

## Navigating The Screen

Navigation in MTV Music Generator™2 is extremely easy. To get the pointer to a button, use the left analog stick to move the pointer near to the button. Each button has its own 'gravity' – as soon as it senses the pointer nearby, it will turn on its gravity and attract the pointer the rest of the way.

	Song Palette
	Video Palette
	Bookmarks
	Labels
	Song Volume
	Song BPM (Beats Per Minute)
	Song Effects
	Rhythm
	Bass
	Melody
	Vocals
	Object
	Light
	Video Effects
	Camera

### Terms Of Reference

For clarity, the following terms of reference will be used throughout the rest of this guide:

**Point to:** means to place the pointer over the stated area of the screen using the left analog stick.

**Click:** means to point to the stated on-screen object and press the X button.





**Scroll:** means to point to the stated area of the screen and adjust the view using the Up, Down, Left and Right directional buttons. E.g. 'Scroll down the Track Window' means to point to the Track Window and press the Down directional button to move the view in that direction.

### Bookmarks

Each bar in the TRACK EDITOR is identified by a BOOKMARK. These can be used to quickly navigate through your track.

Click a BOOKMARK number to set it as 'active'. Now, clicking the BOOKMARK icon at the top of the column will cycle your view to focus on each active BOOKMARK in turn.

## Skins

	Play
	Rewind
	Fast Forward
	Go to start
	Go to end
	Undo last action
	Redo last undo
	Go to Video
	Go to Song
	Load / Save
	Skin Selection
	Options Menu
	Go to Jam Session

## Control Symbols


MTV Music Generator™2 comes with loads of funky skins that are much more than just wallpaper. Each skin features controls for operating functions within MTV Music Generator™2; although the skins and control locations may change, the control symbols always remain the same.

Other symbols you'll need to recognize are:

-  CANCEL
-  ACCEPT / LOAD SELECTED ITEMS

To change the skin, click SKIN SELECTION.

Click either of the yellow left or right arrows at the top of the new screen or use the left and right directional buttons, to cycle through the available skins. When you find one you like click ACCEPT.

To go back to the main screen without making a skin selection, click CANCEL on screen or press the  button.



## Menu

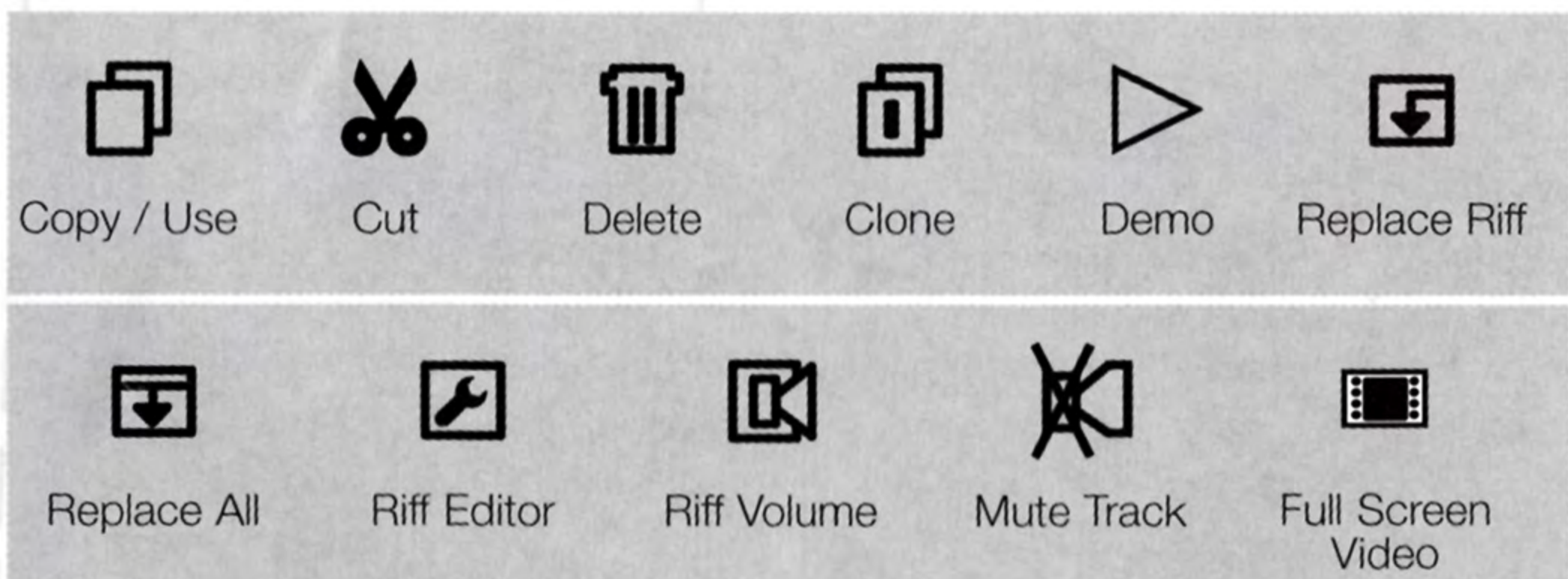
Except where not applicable, call up the context-sensitive menu by pressing the **O** button. The menu system intelligently detects whereabouts on screen the pointer is located, and automatically displays appropriate options for the area.

Options



Cancel

Some common options available in the context sensitive menu are:



# THE BASICS

This part of the Guide will take you through the various stages of creating a basic track, from choosing your riffs, to building them into a finished track. If you read nothing else, read the TUTORIAL sections. By following these step by step lessons, you will learn how to create a simple track from scratch. To complete all tutorials takes about ten minutes.

## Using Riffs In Your Track

### Types of Riff and Where to Use Them

Making a song with MTV Music Generator™2's riff library is a snap – basically you build a track out of musical blocks. There are so many riffs available in the library, you may never feel you need to try anything more than this section.

There are hundreds of different riffs split into the four musical sections and spread over eight genres. The musical sections covered in MTV Music Generator™2 are:



#### Rhythm

*The Rhythm section contains a range of percussion-based riffs from full-blown drum solos to individual sounds. Rhythm riffs provide the main beat that holds the track together.*



#### Bass

*Bass riffs provide the foundation of your track. The Bass riffs are centered around deep bass instruments such as bass guitar or synth bass and other suitable sounds.*



#### Melody

*Melody riffs do just what they say – provide the main tune, and maybe its harmony, to the track. For live music, guitar, keyboards or any other instrument capable of playing many different notes would provide the melody. MTV Music Generator™2 contains many riffs created around these types of instruments as well as electronic sounds and samples.*



#### Vocals

*The Vocal riff section is a collection of samples of human voice and song. In MTV Music Generator™2, these are mostly used to add highlight and polish to your track, or to provide a strong vocal line.*

*Remember, often it's only the way the words in a song work that make it a hit!*

## Importing Riffs

First, open the RIFF LIBRARY - click the icon at the top of the track section (Rhythm, Bass, Melody or Vocals) you want to import into. You'll know when you have the pointer in the right place – the tool tip will show Rhythm, Bass, Melody or Vocals.

Next use the left or right directional buttons or click a folder to choose the genre you want to select riffs from. When you're getting started, it's a good idea to pick all of your riffs from the same genre as they've been deliberately selected to work well together. When you have more experience, you can mix and match your genres as much as you like.

Now, click DEMO next to one of the riffs to hear what it sounds like. If it sounds like it may work well in your track, click the RIFF NAME to highlight it. You can select as many riffs as you like before going back to the main screen. When you're ready, click the LOAD SELECTED ITEMS button at the top of the screen to load all the selected riffs.

All of the riffs you just loaded are now displayed in the RIFF PALETTE on the left of your screen ready for use.



## TUTORIAL 1 - LOAD YOUR RIFFS

▶▶ Since this is the first part of the tutorial, you need to import the riffs that you are going to need for the next few exercises. First, click on the icon at the top of the RHYTHM column to open the RIFF LIBRARY, then use the left and right directional buttons to navigate to the BREAKBEAT section.

Now click on the following names to highlight them, using the up and down directional buttons to scroll the list if necessary (if you want to listen to them first, click DEMO next to the name):

**Clocking In**

**Distance 3**

**Distance 4**

Now click LOAD SELECTED ITEMS to return the selected riffs to the RIFF PALETTE.

Using the same method, import the following riffs for the other track sections:

**BASS:** Import 'Fooly' and 'Got Some Funk' from BREAKBEAT.

**MELODY:** Import 'Barrys Mate' and 'Revelation' from BREAKBEAT. Import 'Ringer' from R&B. Import 'Great 1' from HOUSE.

**VOCALS:** Import 'Girly Breath 3', 'Oh Scratchy' and 'Oh My Baby 1' from POP. Import 'Ooh Baby' from GARAGE.

## Using Riffs

Now that you've imported your riffs into the RIFF PALETTE as described previously, you can construct your track. First select a riff from the RIFF PALETTE by clicking it (you'll see it pulse to show it's selected), then click the place in the TRACK WINDOW where you want to put the riff.





See how the TRACK WINDOW is marked up in squares? Each row of squares is equivalent to one bar of music and each square indicates a point where a riff can be placed – a one-block riff will occupy one square. Each bar is labelled with a BOOKMARK number.

If your riff is longer than one block (and many are), be sure that you point to the first square that the riff will use before clicking; this ensures that your riff goes into the right place.

Each type of riff has a specific column assigned to it in the TRACK WINDOW. You can only place a riff in its correct column. You'll see that initially each riff type has only one column assigned to it, which doesn't look like very much room for everything you want to do. Don't worry, as soon as you use an empty column, that part of the TRACK WINDOW will expand horizontally by one more column, giving you room for your next set of riffs to go in.

## The Color Code

Each riff in the RIFF PALETTE is color coded. This is just to make it really easy to see which musical section each riff belongs to:

-  *Rhythm riffs (and Video Objects) are colored shades of RED and are used in the Rhythm column.*
-  *Bass riffs (and Video Lights) are colored shades of BLUE and are used in the Bass column.*
-  *Melody riffs (and Video Effects) are colored shades of YELLOW and are used in the Melody column.*
-  *Vocal riffs (and Video Cameras) are colored shades of BROWN and are used in the Vocal column.*

## TUTORIAL 2 - BUILD YOUR TRACK

▶▶ Start to build your track now by picking and placing your riffs...

First, click on the riff 'Fooly' in the RIFF PALETTE and move the pointer over to the BASS section (note how the riff block is colored blue to indicate that it goes into the BASS section). Click in the first square at the top of the BASS section to insert 'Fooly' into the beginning of the track. The BASS section expands horizontally by one column to allow you to insert further riffs later on.

For now, click in the first available square below 'Fooly' to insert the riff again. Repeat this until you have 5 consecutive instances of 'Fooly' in your track, occupying Bars 1-10 (Bar 11 should be empty).

Using the same method insert the following riffs as described:

Riff Insert into	Track Section	Insert into Bar/s
Distance 3	Rhythm	3-12
Ringer	Melody	5, 7, 9, 11
Great 1	Melody – 2nd Col.	9, 11
Got Some Funk	Bass – 1st Col. under 'Fooly'	11, 12
Girly Breath 3	Vocals	3
Oh Baby 1	Vocals	5, 7, 9, 12
Oh Scratchy	Vocals	8, 11
Ooh Baby	Vocals	13, 17, 19
Girly Breath 3	Vocals – 2nd Col.	15, 19
Clocking In	Rhythm – 2nd Col.	12, 20
Barrys Mate	Melody – 3rd Col.	13, 17
Revelation	Melody – 4th Col.	4, 12

## Playing Your Track

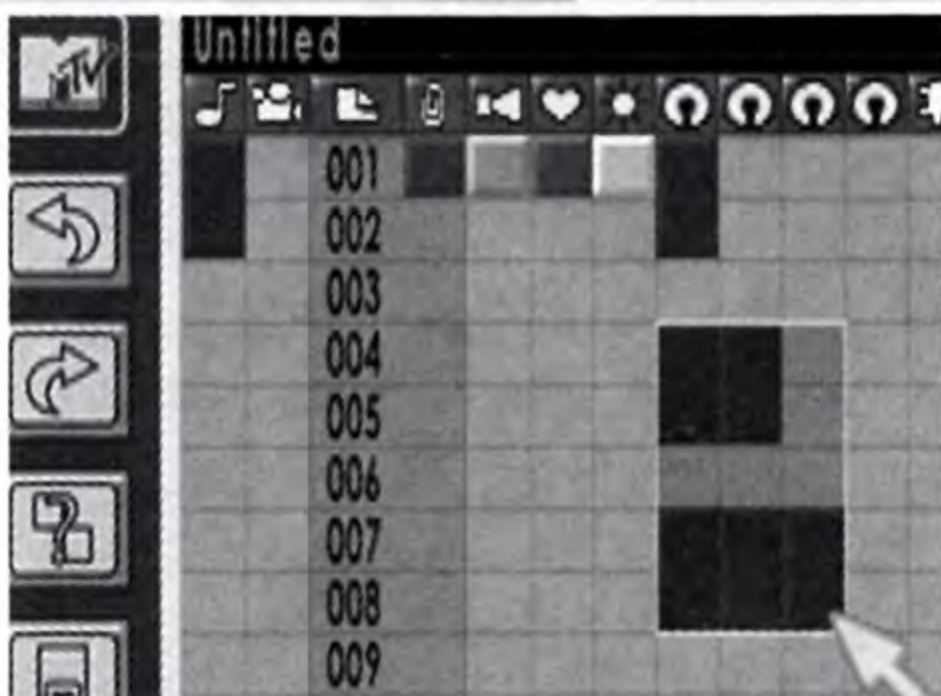
First you need to state where you want your track to be played from. Point to the bar you want to play from – you'll see it turn grey – then press the START button on your DUAL-SHOCK™2 analog controller. Alternatively, scroll to the beginning of the track (or click GO TO BEGINNING OF TRACK) and click the on-screen PLAY control.

## TUTORIAL 3 - PLAY YOUR TRACK

▶▶ Now that you've started creating your track, you'll want to hear what it sounds like. Make sure that Bar 01 of your track is visible at the top of the window, point to it and press the START button.

## Editing Your Track

Before you can edit your track, you first need to define which part of the track you want to work on. If this is more than just a single riff, this is known as a 'selection'.



### Creating a Selection

To select an area of your track, use the left analog stick and point to the top left of the area you want to select and press the SELECT button.

Now move the pointer to the bottom right of the area you want to select. Notice how the pointer now drags out a selection box from the initial point you selected. Once this box surrounds the area you want you can perform one of the following actions on the highlighted section.



## **Copying**

*This action takes a carbon copy of the selection or riff that can be placed into an empty part of your track (see Pasting), while leaving the original where it is.*

*Copying really is most useful when dealing with whole selections. When dealing with single riffs, it is just as easy to re-select the riff from the RIFF PALETTE and re-place it into the track.*

*First make a selection or point to a single riff and press the **O** button to call up the context sensitive MENU, then click COPY (now see Pasting).*



## **Cutting**

*CUT performs almost the same action as COPY, except that it removes the original selection from its place so that it can be moved to another location (see Pasting), rather than leaving it where it is and taking a copy.*

*First make a selection or point to a single riff and press the **O** button to call up the context sensitive MENU, then click CUT (now see Pasting).*



## **Pasting**

*Once you have copied or cut your selection or riff, you can paste it back into your track provided there is room for the selection at the location you choose – MTV Music Generator™2 will tell you if there isn't.*

*Point to the top left corner of the area you want to paste your selection into (the outlines show you how much space your selection will occupy once pasted) and press the **X** button. Remember, you can only paste a selection or riff into the correct section of the track – you can't paste a Vocal riff into the Rhythm section.*



## **Deleting**

*First create a selection or point to the riff you want to delete, then press the **□** button.*

*Don't forget, even if you delete a selection you can still replace it by clicking the on-screen UNDO control. However, this must be done directly after the delete action has occurred and before any other action is performed.*



## TUTORIAL 4 - EDIT YOUR TRACK

▶▶ Now you'll add some length to your track using COPY and PASTE to create some repetition. Nearly all music uses a degree of repetition, whether it's a rhythmic beat, a repeated melodic refrain or simply a chorus of words in a song.

First create a selection of all blocks in the Rhythm, Bass and Melody track sections from Bars 9 and 10, then press the **O** button to call up the MENU and choose COPY.

PASTE the selection three times aligning the upper left block of the selection with Bars 13, 15 and 17 (also ensure that the Track Sections of the selection match those of the TRACK WINDOW).

Press the **Δ** button to cancel the selection and repeat this process, this time copying all RHYTHM, BASS and MELODY blocks from Bars 11 and 12 and pasting them so the upper left block of the selection is aligned with Bar 19.

Finally, select all blocks in Bars 13 to 20 and paste so that the upper left block of the selection is aligned with Bar 21.

You'll probably want to hear what this sounds like, so go back to the first line of the track and play it.



### **Replacing Riffs**

*This is a very useful tool that compresses the procedure of selecting a riff, deleting it and placing another one.*

*If you want to change one riff for another, select your replacement riff from the RIFF PALETTE (you first have to import it from the LIBRARY), then simply point to the riff that you want to replace.*

*Now press the **O** button to call up the MENU and select REPLACE RIFF.*

## **Replace all examples of a riff**

Occasionally, you may decide that a particular riff just isn't fitting in your track and another one would be better.

As before, select your new riff from the RIFF PALETTE and point to the riff you want to replace. This time call up the MENU with the **O** button and select REPLACE ALL.

## TUTORIAL 5 - REPLACE RIFFS

- ▶▶ Select Distance 4 from the RIFF PALETTE and point to Distance 3 in Bar 4 of your track. Press the **O** button to call up the MENU and click REPLACE.



### **Oh Man, I Made A Mistake!**

Don't worry if you mess up. As long as you have done nothing since you made the mistake, you can always click the UNDO control on-screen to reverse your last action. If you decide that it wasn't a mistake after all, click the REDO control on-screen.

## Labels

Labelling sections of your track can be very useful in helping you keep tabs on which bit of your track is where. To create a label, point to a square in the LABELS column, hold the **X** button and scroll using the directional buttons or left analog stick to drag out a block, then release. To create a one-block label, just click without dragging.

On the TYPEWRITER that appears, spell out your label by clicking each letter in turn. When you've finished, click ACCEPT at the bottom right of the typewriter keyboard.

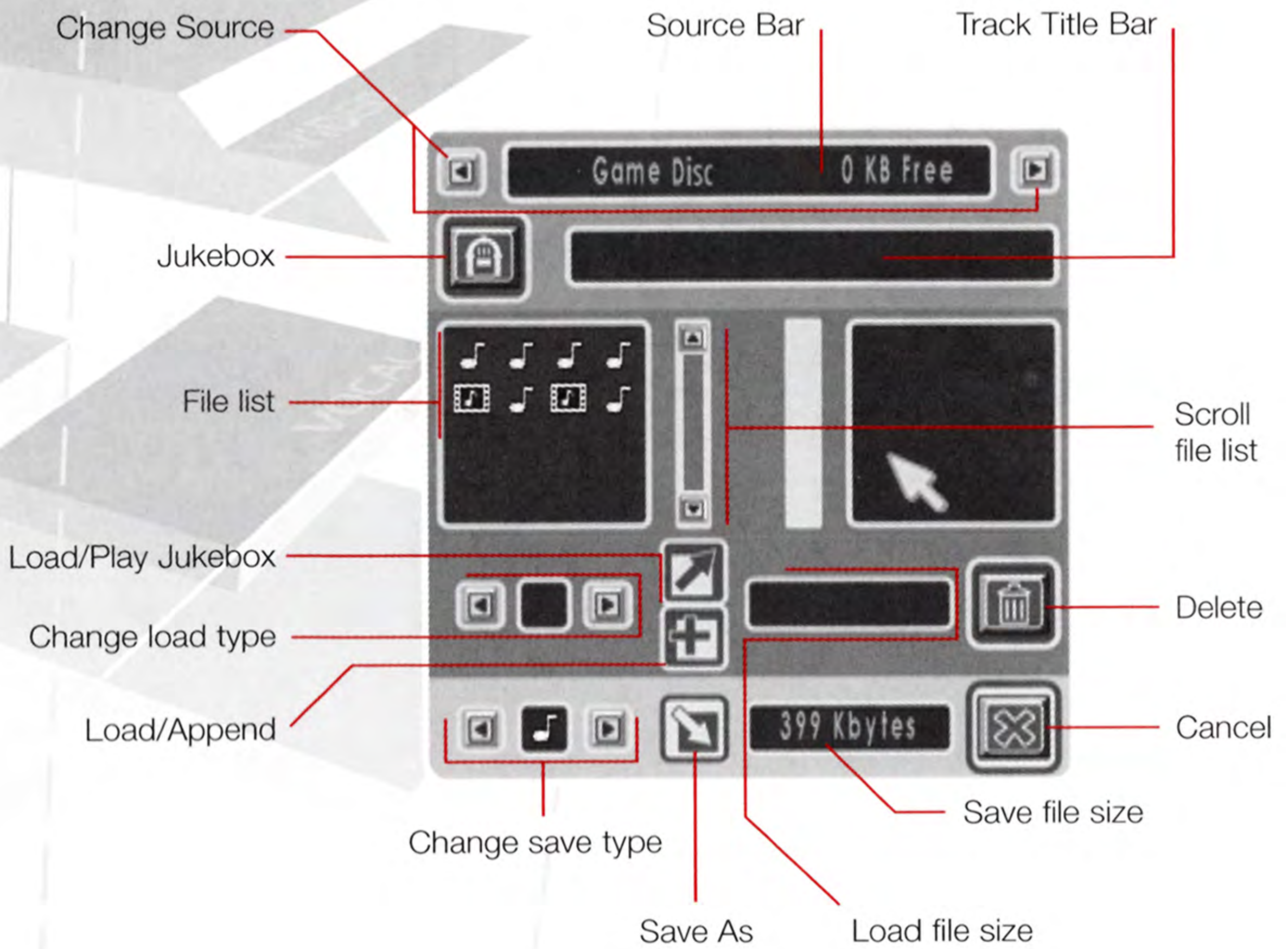


## Give Your Track A Name

Click in the TITLE BAR at the top of your TRACK WINDOW to call up the TYPEWRITER and name your song.

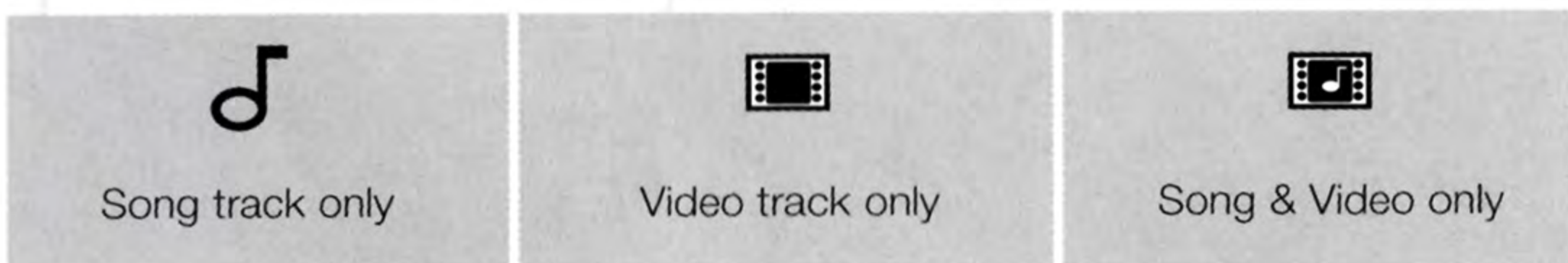
## Saving And Loading Your Track

Once you've created your track, you'll want to save all your hard work. Click the LOAD/SAVE Icon to call up the LOAD/SAVE popup.



### Saving

First, set the part of the track to be saved by setting the CHANGE SAVE TYPE icon. These icons are defined as follows:



Now click SAVE AS at the bottom of the LOAD/SAVE popup. This will activate the keyboard so you can give your track a name (see 'Labels') – click the ACCEPT button on the keyboard to save your track to the memory card (8MB) (for PlayStation®2).

## Loading

To LOAD a track, first select a SOURCE from which to load in the SOURCE BAR at the top of the LOAD/SAVE popup. Scroll left and right using the buttons at either side of the SOURCE BAR (or use the left and right directional buttons) until the name of the SOURCE you want to load from appears. You'll see icons for each of the tracks available from that SOURCE appear in the FILE LIST (see 'Saving' for icon definition).

Next click on a FILE ICON to choose your track in the FILE LIST and click on the LOAD button. The track data will be read from the SOURCE and returned to your TRACK WINDOW. For tracks that have been saved complete with both song and video, you can choose which part you want to load by setting the CHANGE LOAD TYPE icon to SONG ONLY or VIDEO ONLY. This is useful if you've just written a song and want to add a previously saved video to it (or vice versa).

## Loading into your current track

A very useful feature in MTV Music Generator™2 is the ability to import a song and its video into the end of the track you're currently working on. Find the track you want to add in, then click the LOAD APPEND button. Note: it's possible that this action will exceed your maximum memory capability, but if this is the case, you will be notified.

## Deleting a track

If you've saved a track that you don't want to keep after all or you simply want to clear some space from the memory card, simply delete it.

Navigate to the track you want to ditch using the SOURCE BAR and FILE LIST. Click on the icon of the track in the FILE LIST and click the DELETE button.

## Jukebox

Turn your PlayStation®2 computer entertainment system into a DJ booth by activating the JUKEBOX button. When active, this allows you to select a number of saved tracks and put them in play sequence – simply click icons in the FILE LIST in the order you want them to play. Once you're sorted, click the PLAY JUKEBOX button to load and play them.

## Track Volume, BPM And Effects

Now that you've got the basics of a track together, you'll want to start building some mood and atmosphere into it. This can easily be done by adding VOLUME, BPM (Beats per Minute) and EFFECTS blocks into the track.

Each block defines a transition between two states – a beginning and a finishing state. When MTV Music Generator™2 plays your track and encounters a block in any of the VOLUME, BPM or EFFECTS channels of the track, it will incorporate the new settings into the track and continue playing along with those dynamic changes until it reaches a block containing new settings.

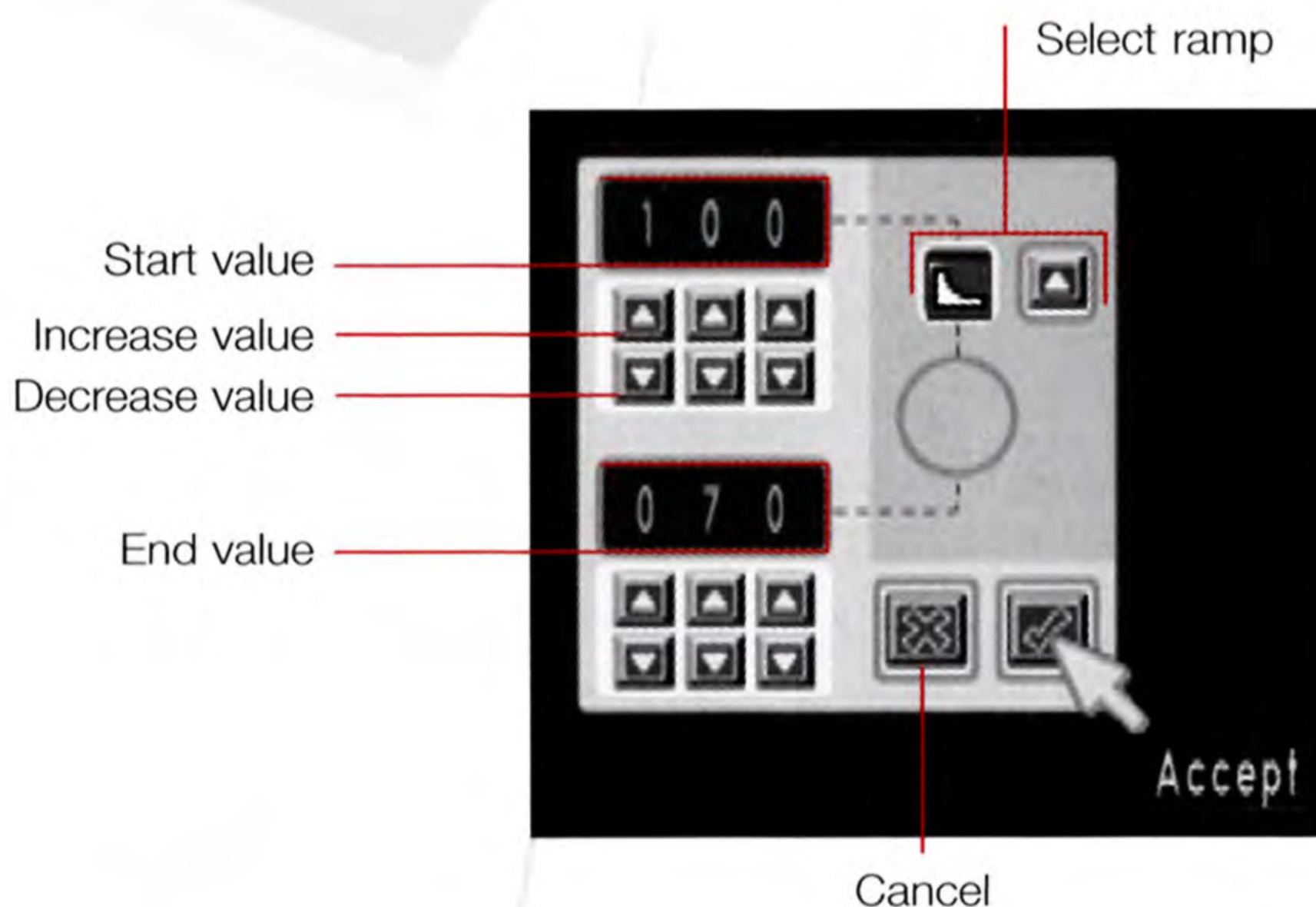
### Creating Volume, BPM and Effects Blocks

Click one of the colored blocks in either the VOLUME, BPM or EFFECTS channel where you want the transition to begin (at the outset, there will only be one block at the top of each channel). This activates the popup that allows you to define the start and end values of the block.

#### Volume and BPM

- 🔊 Set the *START* value (the level that the Vol/BPM block will begin playing at) then set the *END* value (the level that the Vol/BPM block will finish playing). Finally set the *RAMP* to define whether the change in Volume or BPM is weighted more toward the beginning or end of the Vol/BPM block.
- ❤️

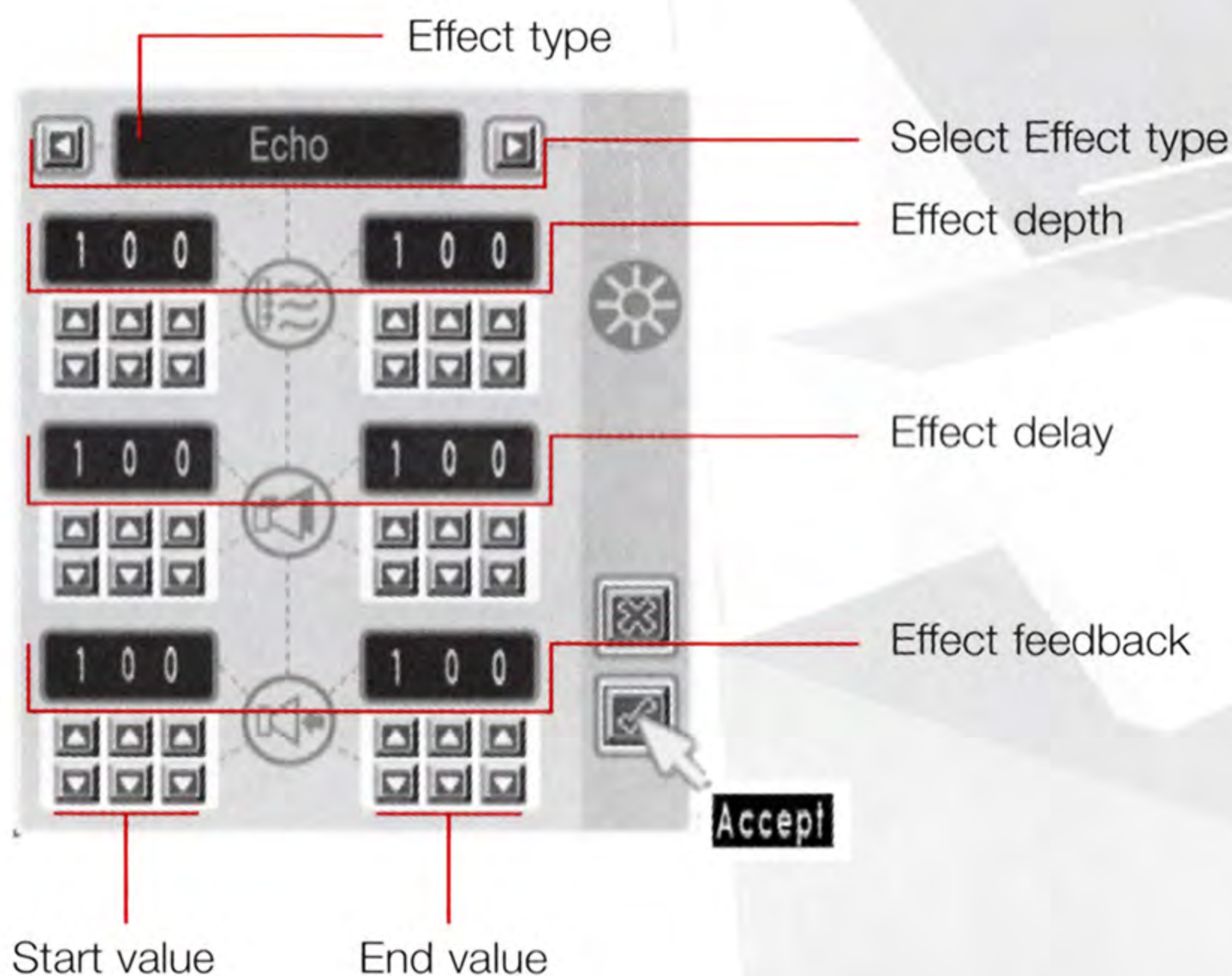
Once you are satisfied with the settings, click the *ACCEPT* button. The defined block is placed into your track in the chosen channel.



## Effects

☀ Defining settings for **EFFECTS** is slightly more complicated than for **VOLUME** and **BPM** because there are more options to choose from. First choose the **EFFECT TYPE** you want to use, then set the options. Experiment with the options to see which sounds best for your track.

Note: Not all options are available for all types of effects.



🌀 **Effect Level**  
**EFFECT LEVEL** defines how 'much' effect is applied to your song. Taking 'Echo' as an example, a low **EFFECT LEVEL** will give only slight echo depth to your song whereas a high **EFFECT LEVEL** will make it reverberate strongly.

🔊 **Delay Level**  
 Again taking 'Echo' as an example, setting a **DELAY LEVEL** defines how much time there is between individual echoes. A low **DELAY LEVEL** might give you the sort of echo you could expect in a hall, but a high **DELAY LEVEL** could sound more like you were shouting down the Grand Canyon.

🔊 **Feedback Level**  
 Setting a **FEEDBACK LEVEL** defines how many times an effect will loop back on a particular sound before fading away. For 'Echo' the **FEEDBACK LEVEL** specifies how many echoes are heard from each part of your track before vanishing. In real terms, the difference between low and high **FEEDBACK LEVELS** could be likened to the difference between firing a pop-gun in the Grand Canyon and letting off a cannon in the Grand Canyon – one will produce many more echoes than the other!

**Transition Length**

Having created a *VOLUME*, *BPM* or *EFFECT* block, you'll now want to define over how many bars that transition will take place.

The block is initially one bar long. To increase the length of this transition, point to the block and hold the **X** button. Now scroll the window using the direction buttons, or drag the block down the window using the pointer (left analog stick).

The *VOLUME*, *BPM* or *EFFECTS* popup will appear again; press **ACCEPT** to confirm the change in transition length.

Say for example that you created a one-bar *VOLUME* block that increased *VOLUME* from a value of 50 to a value of 100. This transition would sound quite sudden as the block is only one bar long. You can make the change more gradual by increasing the length of the block to say, four bars.

## TUTORIAL 6 - VOLUME, BMP & EFFECTS

▶▶ For your tutorial track, we're simply going to create *VOLUME* fade at the end of the track and add an *EFFECT*.

Click in Bar 21 of the *VOLUME CHANNEL* and while still holding the **X** button, drag the block using the down directional buttons or left stick so that it stretches as far as Bar 28 (the end of the track).

When you release the **X** button, the *VOLUME* popup will appear. Set the **START** value to 100 and the **END** value to 1 and click **ACCEPT** to return to the *TRACK WINDOW*.

Click the first colored block in the *EFFECTS* channel and in the popup that appears, choose 'Studio B' as the *EFFECT TYPE* and set the **START** and **END EFFECT DEPTH** values to 40.

Note: **DELAY** and **FEEDBACK** values are not alterable for this *EFFECT TYPE*.

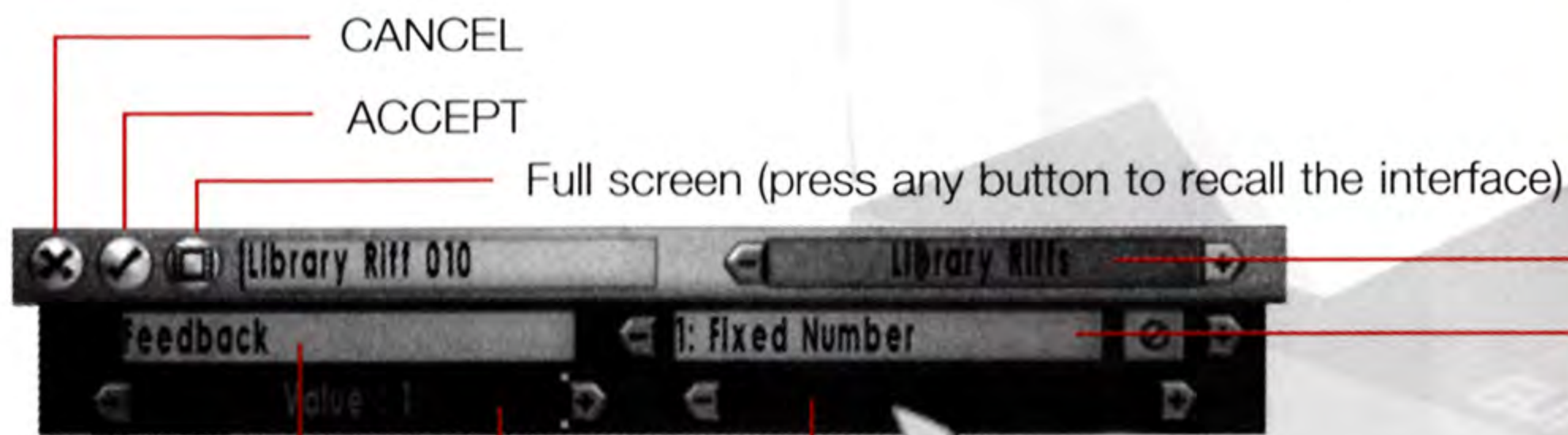
Click **ACCEPT** to return to the *TRACK WINDOW*.  
Play your track from the beginning.

# NOW ADD A VIDEO

Videos are built in exactly the same way as the rest of your track, except that rather than dealing with a library of riffs, you create each block of video footage yourself. These blocks are stored in the VIDEO PALETTE ready to be placed into your track.

MTV Music Generator™2 will do most of the work for you. VIDEO blocks are created by selecting from preset menus of options. Although these options allow you literally thousands of possible video combinations, choosing them is simplicity itself.

Library Presets – Click +/- to scroll through available options.



Function Menu – Select the item for which to set Values / Parameters (use the left and right directional buttons to switch between sub-menus).

Value Sliders – Select your own settings if available (dependant on Function and Parameter selections).

Parameters Menu – Select preset parameter sets for Functions (use the left and right directional buttons to switch between sub-menus).

## Video Object Blocks

First click in a blank space in the VIDEO OBJECT column to access the VIDEO EDITOR through the context sensitive MENU. Using the MENUS and VALUE SLIDER/S create OBJECTS and assign their actions. When you've finished, click ACCEPT to return your VIDEO OBJECT block to the VIDEO PALETTE for use in your track.



## Video Lighting Blocks

Set up the lighting for your video by clicking on a blank space in the VIDEO LIGHTING column to access the EDITOR through the MENU. Using the MENUS and VARIABLE SLIDER/S set the behavior, location and color of the lights in your video. When you're satisfied, click ACCEPT to return your VIDEO LIGHTING block to the VIDEO PALETTE for use in your track.

## Video Effects Blocks

Add effects to your video by clicking on a blank space in the VIDEO EFFECTS column to access the EDITOR through the MENU. Using the MENUS and VARIABLE SLIDER/S define how effects are applied and triggered in your video. When you're satisfied, click ACCEPT to return your VIDEO LIGHTING block to the VIDEO PALETTE for use in your track.

## Video Camera Blocks

To define the way you view the video (define how the virtual camera behaves), click in a blank area of the VIDEO CAMERA column icon to enter the VIDEO EDITOR through the context-sensitive MENU. Use the MENUS and VARIABLE SLIDER/S to program the VIDEO CAMERA block. When done, click ACCEPT to return the CAMERA block to the VIDEO PALETTE.

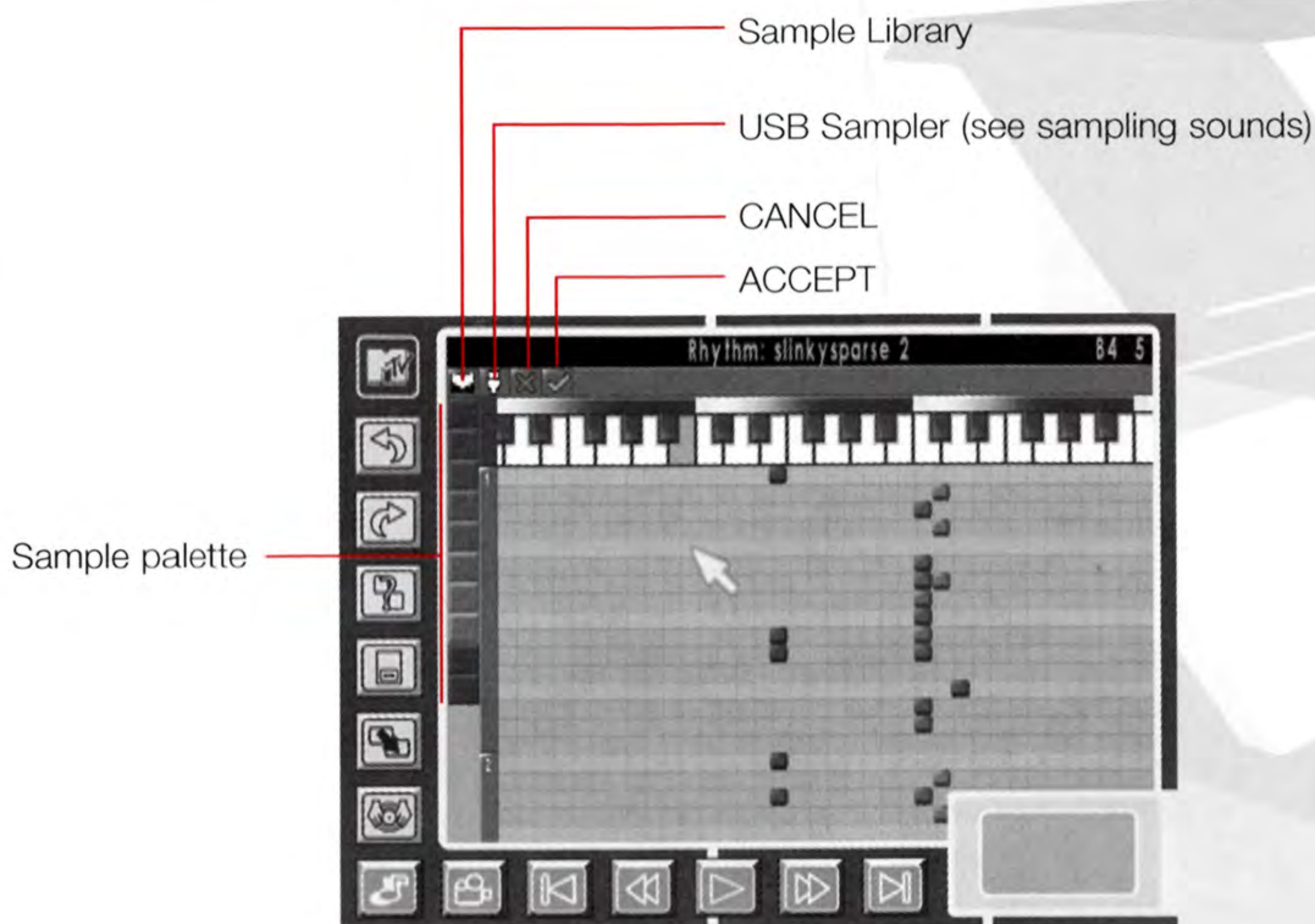
## Constructing Your Video

Videos are constructed in exactly the same way as the sound elements of your track. Simply click video blocks in the VIDEO PALETTE to select them, then click in the VIDEO SECTION of the TRACK WINDOW to place them.

Note: Each element you add to your video uses up system resources. The more you add, the fewer resources can be allocated to each video element. Add too many elements and there could be insufficient resources for your video to run smoothly. You'll find that a couple of objects, some lighting, effects and a camera action, should be enough to produce a really kicking video.

# ADVANCED TECHNIQUES

Now that you've seen how to construct a track from the pre-recorded library of riffs supplied with MTV Music Generator™2, you can move on to the more advanced stage of editing those riffs, and even creating your own from scratch, using the RIFF EDITOR.



To access the RIFF EDITOR to edit a riff, point to any riff in the TRACK WINDOW and call up the menu, then click the RIFF EDITOR button. The riff you are editing appears in the RIFF EDITOR broken down into its component samples.

Simply edit the riff in the same way as you edit your song, picking up samples from the sample palette on the left and dropping them into the riff. The method for selecting, copying, deleting, etc samples in the riff editor is exactly the same as you would use in the Track Window for editing your song.

Demo the pitch of your selected sample by clicking on the keys of the piano at the top of the Editor. Placing the sample in the column below the key specifies the sample's pitch in the finished riff.

The vertical axis of the Editor specifies bars (divided into four beats per bar), allowing you to properly time-sequence your riffs to fit into your track (remember how the Track Window is also divided into bars?).

Note: to clear all applied settings within a riff, point to a blank row, call up the MENU and click CLEAR SETTINGS.

## Create Your Own Riffs

To access the RIFF EDITOR for riff creation, place the pointer over a blank area in the Track Window. Depending on where you place the pointer, you will be able to create riffs for the Rhythm, Bass, Melody or Vocals section. Open the menu with the **O** button and click the RIFF EDITOR icon.

You'll see that any samples already used within riffs in your track are pre-loaded into the sample palette on the left.

Add to this palette by clicking on the SAMPLE LIBRARY icon at the top of the SAMPLE PALETTE. Demo each sample by holding down the **X** button over one of the numbers to the left of the sample name. These numbers indicate the sampling rate and can be taken as a measure of sample quality.

Samples are imported into your SAMPLE PALETTE in the same way as you import riffs into your song, by highlighting the sample name and clicking the ACCEPT button (you can import more than one sample at a time).

The default sample quality setting is 22Khz. To import a sample at a quality level other than default, first demo it at one of the other sample rates by clicking on of the number and holding the **X** button.

When a user-created riff is returned to the RIFF PALETTE, it will automatically have been given a rather uninspiring name. If you want to make the name more expressive of the sound, point to the riff and call up the menu. Select RENAME RIFF and call it something more appropriate.

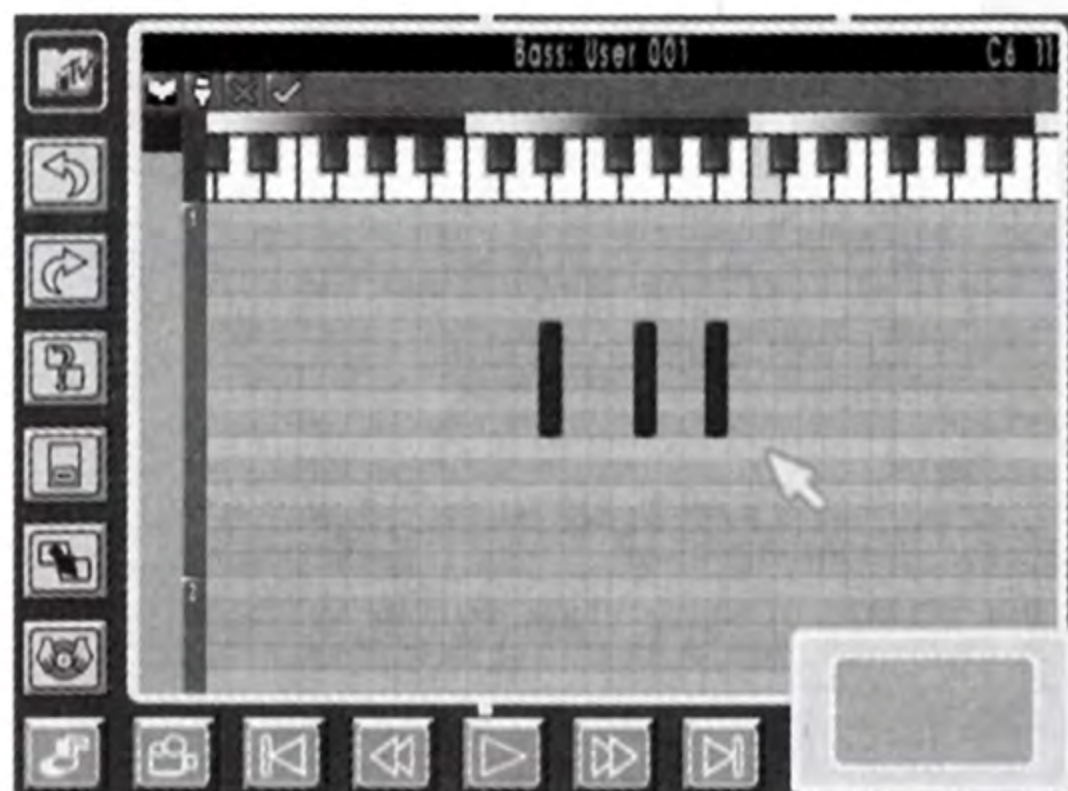
## Auto Chord

Chord creation in MTV Music Generator™2 is extremely easy. You don't even need to worry about the manual construction of chords if you use AUTO CHORD.

To create a chord, place a sample into the RIFF EDITOR. Remember the pitch (note) of your sample is defined by where you place it in relation to the piano keyboard. Once you've placed the sample, drag it out to define its length (see Transition Length for how to do this). Next point to the sample and call up the menu using the **O** button.

Select NOTE AUTO CHORD and from the list that is displayed, click on the type of chord you want to create, then click ACCEPT. If you're not familiar with the theory of music, experiment with AUTO CHORD to see what sort of chords you can produce.

When you return to the RIFF EDITOR, you will see that more notes have been added. These comprise the rest of the chord you have defined. Play it to see how it sounds.

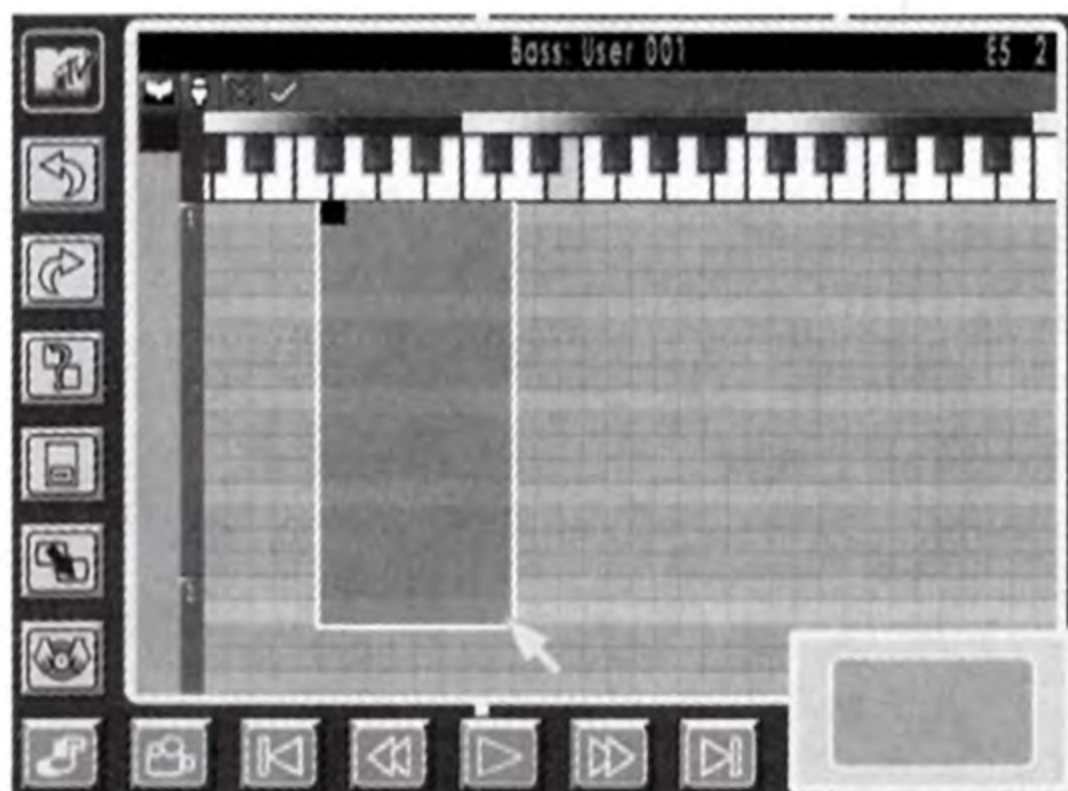


## Arpeggiator

An arpeggio is similar to a chord in that it is made up of a number of notes, but where playing all those notes at the same time makes a chord, an arpeggio is created by playing the notes separately in sequence.

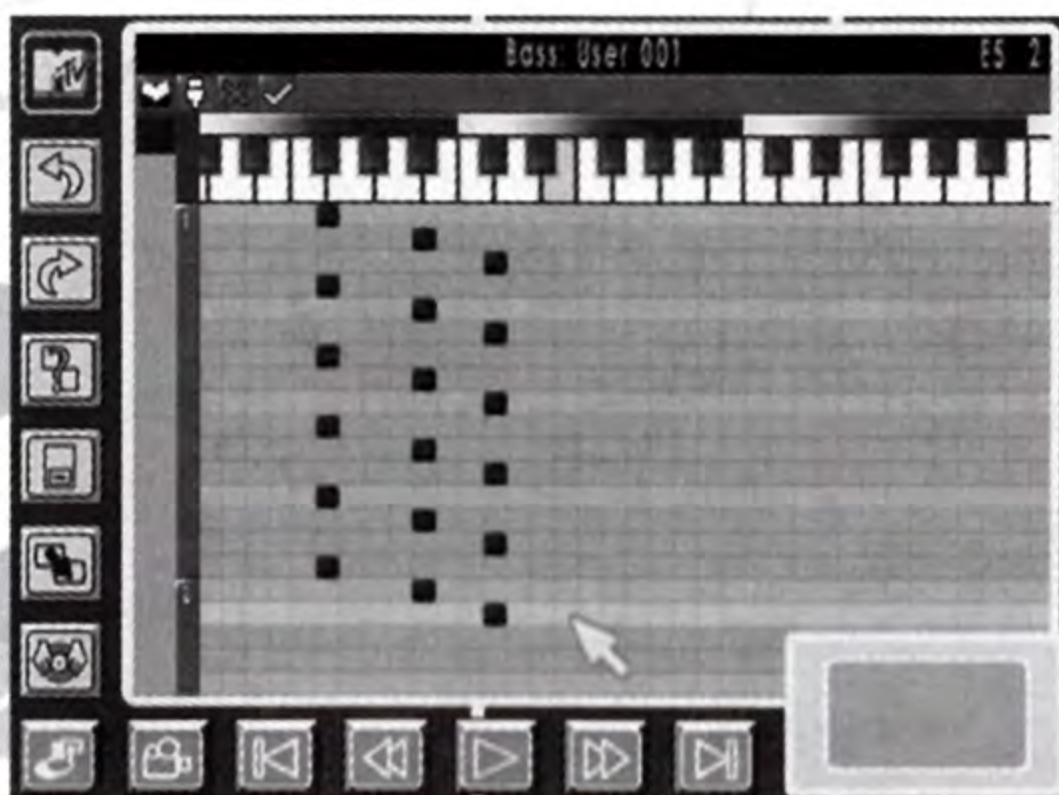
To create an arpeggio, place a sample into the RIFF EDITOR, using the piano keyboard to define its pitch (note).

Point to the sample you've just placed, then press the SELECT button. Use the left analog stick to drag right and down from the sample, to select the area over which the arpeggio is to be created (see Creating a Selection). Make sure you give your selection sufficient horizontal space for the arpeggio to be created (you'll learn this with experience), then call up the menu (O button) and select the ARPEGGIATOR.



From the list that appears, click the type of arpeggio you want to make. You can also alter the style and timing of the arpeggio by clicking the icons in the top left corner (these changes are shown in the TITLE BAR at the top of the screen). Once satisfied, click ACCEPT.

When you return to the RIFF EDITOR, you'll see that your arpeggio has been created and has been repeated as many times as is allowed by the vertical depth of your original selection.



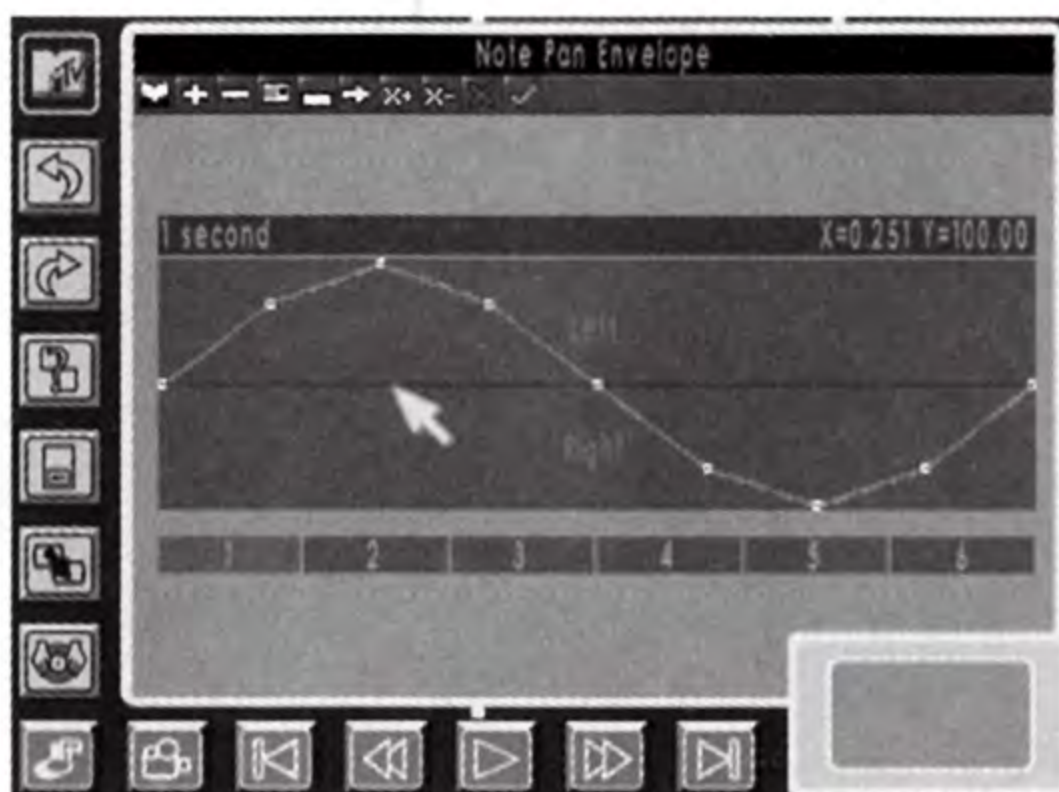
## Note Envelopes

The sophistication of MTV Music Generator™2 allows you to work with the individual characteristics of any sample you import or create.

Place a sample into the RIFF EDITOR, point to it and call up the menu using the **O** button. Then select NOTE VOLUME ENVELOPE, NOTE PITCH ENVELOPE or NOTE PAN ENVELOPE.

Either select a PRESET by clicking the icon in the top left corner or alter the parameters manually by adding and moving points to the line in the center of the graph (the graph is a representation of the sample through time).

The tool tips describe the function of the icons at the top of the screen, each of which can be used to edit the ENVELOPE.



## **Note Volume Envelope**

The NOTE VOLUME ENVELOPE defines the loudness of a sample over time. For example, you can make a sample quiet at the beginning and loud at the end (this would be represented by an upward sloping line on the NOTE VOLUME ENVELOPE screen).

## **Note Pitch Envelope**

As for NOTE VOLUME, NOTE PITCH can be set to change over the course of a sample. A sample can play at a high pitch at the beginning and bend to low pitch towards the end (this would be represented by a downward sloping line on the NOTE PITCH ENVELOPE screen).

## **Note Pan Envelope**

NOTE PAN ENVELOPE defines which stereo speaker a sample is played through. Using this ENVELOPE setting you can make a sound travel from right to left or vice versa, or appear to pulse between the two speakers.

These same ENVELOPES can also be applied to multiple samples in the RIFF EDITOR. Simply select an area covering the notes you want to alter and click the parameter you want to redefine on the menu (O button).

**Other functions are also available on the menu upon selecting more than one note to adapt:**

## **Note Offset Over Time**

Each sample has a start point – this is either the beginning of the sample or where the start point is currently set (see Note Parameters). NOTE OFFSET OVER TIME moves the start point progressively later in the sample each time the sample is played in the riff. Experiment to see how you can create interesting rhythmic and echo-like effects.

Specify how NOTE OFFSET OVER TIME performs by altering the graph line, then click ACCEPT.

## **Humanize**

Plays a sound with a random factor added which imitates the very slight variation in pitch and volume you would hear if a human were to play the sound.

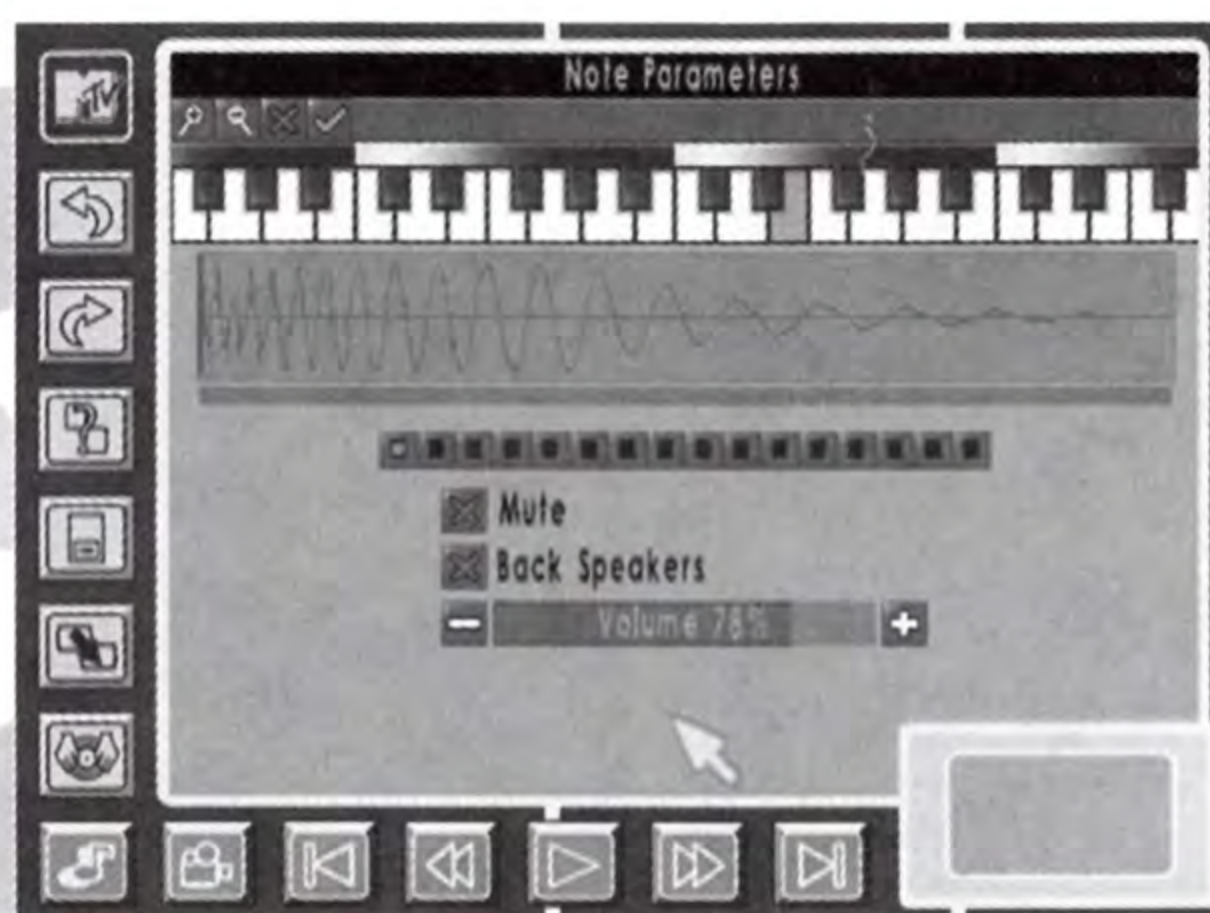
## **Real Time Record**

Having selected an area in the RIFF EDITOR, you may want to record your riff in real time. When you select REAL TIME RECORD, the screen will begin to scroll over the area you have selected. Insert notes in real time as the screen scrolls.

## Note Parameters

Having placed a sample into your RIFF EDITOR, one further MENU option you now have access to is NOTE PARAMETERS. At its core, this function allows you to alter most of the attributes of each individual note through a single interface.

Access this function by clicking the note placed into your RIFF EDITOR and click NOTE PARAMETERS on the MENU.



### Start Point

By default, your sample will start playing from the beginning, but if you want it to play from a later point, simply click on the waveform at the point you want it to start.

### Altering Pitch

On the keyboard at the top of NOTE PARAMETERS, the green key represents the current pitch of your note. To bend the pitch of your note over its duration, click another note on the keyboard. This key will be highlighted red. (Green key = starting pitch, red key = finishing pitch.) PITCH BEND will be applied evenly to the note. Remember, you can specify the note's duration by dragging out the block in the RIFF EDITOR.

### Triggers

In Effects we discussed how to apply an effect to a whole riff. TRIGGERS refine this process, allowing you to specify at what point in a sample an effect can become active.

*A sample is given sixteen TRIGGERS, each of which has three possible states:*

- Trigger On:** This means that the note will be played from this point (without any effect applied). If you want the note to play from the beginning, then TRIGGER 1 must be set to ON or ON WITH REVERB. Using this method, you can also specify which part of a sample is played. E.g. if you only wanted the second half of a sample to play, set TRIGGERS 1-8 to OFF and set TRIGGER 9 to ON or ON WITH REVERB.
- Trigger Off:** This means that this part of the note has no TRIGGER specified. If any TRIGGER earlier in the sample is set to ON or ON WITH REVERB, the sample will still play across this section, but if no earlier TRIGGER is specified, the sample will be silent at this point.
- On With Reverb:** An ON WITH REVERB TRIGGER specifies at which point in a sample instructions from an EFFECTS block in the TRACK WINDOW will be accepted.

## **Mute**

*Turns the sound on or off.*

## **Back Speaker**

*Activates sample instructions for rear speakers if you have them fitted (e.g. Surround Sound systems).*

## **Volume**

*Specify the Volume that each individual note is played at by clicking on the slider, helpful for creating echo effects.*

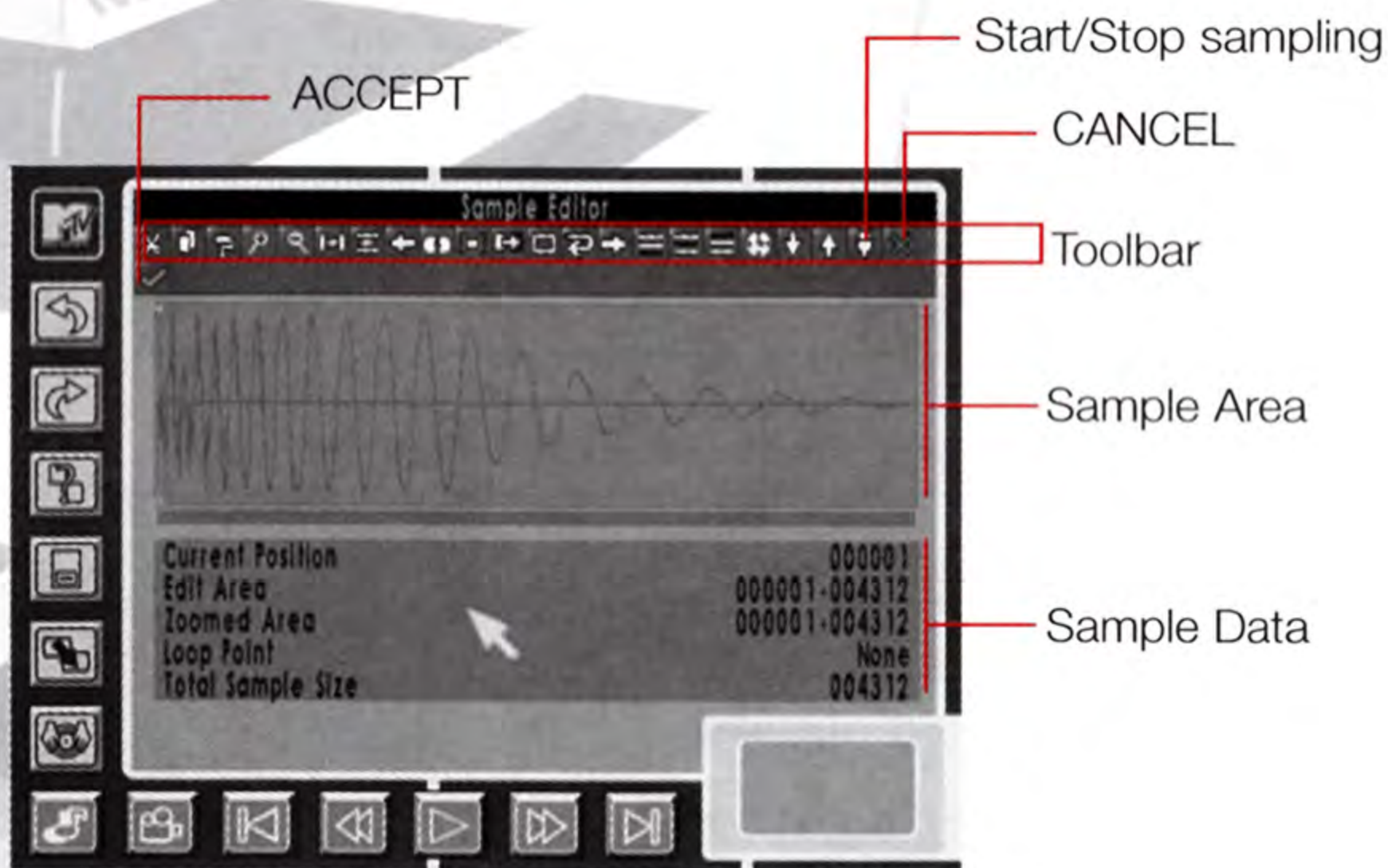


# SAMPLING SOUNDS

The funkiest feature of MTV Music Generator™2 is the ability to import your very own samples. Always wanted to be a rock star? Now's your chance – just sample your own voice and lay it into your track! To import a new sample to MTV Music Generator™2, go to the RIFF EDITOR and click the USB SAMPLER icon at the top of the screen. This takes you to the SAMPLE EDITOR:

**NB: Sampling new sounds requires the MTV Music Generator™2 Sampler Kit available at [www.codemasters.com/shop](http://www.codemasters.com/shop)**

## Sample Editor



## Importing A Sample

### Legal Notice

Please note that this feature is designed for your own personal use - distributing or publishing songs using samples taken from commercial CDs, tapes, files or other storage media without the copyright owners consent is illegal. If you plan on trying to publish or copy your creations, we strongly advise that you only use the sampling feature to record copyright-free samples, such as those found on specially recorded sample CDs.

To import a sample, first plug your Sampler into USB connector 1 on your PlayStation®2 computer entertainment system. See your Sampler Kit instructions for specific assembly guidelines. Importing is very simple, when you're ready to proceed, click START/STOP SAMPLING on the toolbar. MTV Music Generator™2 is now recording any sound produced by the Sampler (be it speech through a mic or audio output from a player). You'll see the sound appear as a waveform in the Sample area. When you have recorded enough sound, click START/STOP SAMPLING again to end recording.

To check how your sample sounds, press the START button to play it. If it's OK you can now edit it, but if you'd like another try, simply record right over it.

## Editing A Sample

Once you've imported a new sample from your Sampler Kit, or loaded one from MTV Music Generator™2's libraries, you can edit it using the TOOLBAR. Edit it in its entirety or just a part of it by creating a selection first.

### Selecting Part of Your Sample

Making a selection is in principle just the same as making a selection in other parts of MTV Music Generator™2. Point to the waveform in the SAMPLE AREA at the point you want to start editing. Hold down the **X** button and drag along the waveform to the point where you want your editing to end and release the **X** button.



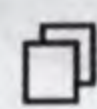
You'll see the selected area is now highlighted. Any operations performed using the TOOLBAR will now only be applied to this area.

#### Cut / Copy / Paste

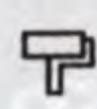
Select an area and click **COPY** or **CUT**, then click on the point in the waveform where you want to insert the selection and click **PASTE**.



cut



copy



paste

#### Zoom In / Zoom Out

Focus your view on the selected area or pull out to see the larger scale of things.



zoom  
in



zoom  
out

#### Trim



Crop your sample into the selected area.

*Note: all data not within the selected area will be irrevocably deleted. Use **TRIM** to get rid of irrelevant sound at the beginning and end of your sample.*

#### Normalize



Make your sample as loud as it can go without distortion. For example, a whispered sample could be made to sound like normal speech.

#### Reverse




Reverses the selected area so it plays backwards.


#### Mix





First **CUT** or **COPY** an area of your sample. Now click the point where you want the selection to be mixed in and click **MIX**. The selection will be overlaid onto the sample so both elements will be played at once.

 **Select All**  
Selects the entire waveform.

 **Remove DC**  
If your sample contains 'DC' (Direct Current) it will not work properly within the SAMPLE EDITOR. Select REMOVE DC to detect the 'zero point' of the sample and align this with the center line of the EDITOR.

 **Silence**  
Silences the selected area (effectively the opposite of TRIM).

 **Set Loop Point**  
When a sample has finished playing, it can be set to loop back on itself from its very end to a specified point. Set this point by clicking SET LOOP POINT, then clicking the sample waveform at the point you want to loop back to.

 **Delete Loop Point**  
Remove any set LOOP POINTS.

### Low / Band / High Pass Filter

Setting a PASS FILTER allows a only specific set of frequencies within your sample to be played.



Low




Band




High

A LOW PASS FILTER allows only low frequencies to be heard (the filter lets them 'pass' through), whereas a HIGH PASS FILTER lets only high frequencies play. A BAND PASS FILTER allows you to specify a mid-range set of frequencies to play.

Select an area to work on, then click one of the FILTER icons. On the following screen, set the parameters for the PASS FILTER by adjusting the endpoints of the graph line/s to specify how the filter behaves over the passage of the sample.

 **Time Stretch**  
Click TIME STRETCH to set your sample to play at a percentage of its normal speed. If you set 100+ percentage, your sample will play slower. Percentages lower than 100 will make your sample play more quickly.

 **Volume +/- 5%**  
Increase or decrease the volume of your entire sample, or only a selected area.

When you've finished editing your sample, click ACCEPT to return it to the SAMPLE PALETTE in the RIFF EDITOR so you can use it in your riff. If you want the sample to play at the same pitch you recorded it at, place it into the RIFF EDITOR in line with PIANO KEY C6 (see tooltip).

# DEFINING SHORTCUTS

## Defining Shortcuts

Shortcuts are a very simple method of customising the way you navigate MTV Music Generator™2. Simply point to any icon in the context-sensitive MENU and press one of the L1, L2, R1 and R2 buttons. The icon will become yellow to show it has been 'hotkeyed'. Now when you press this button, the MENU function will be activated.

## Jamming

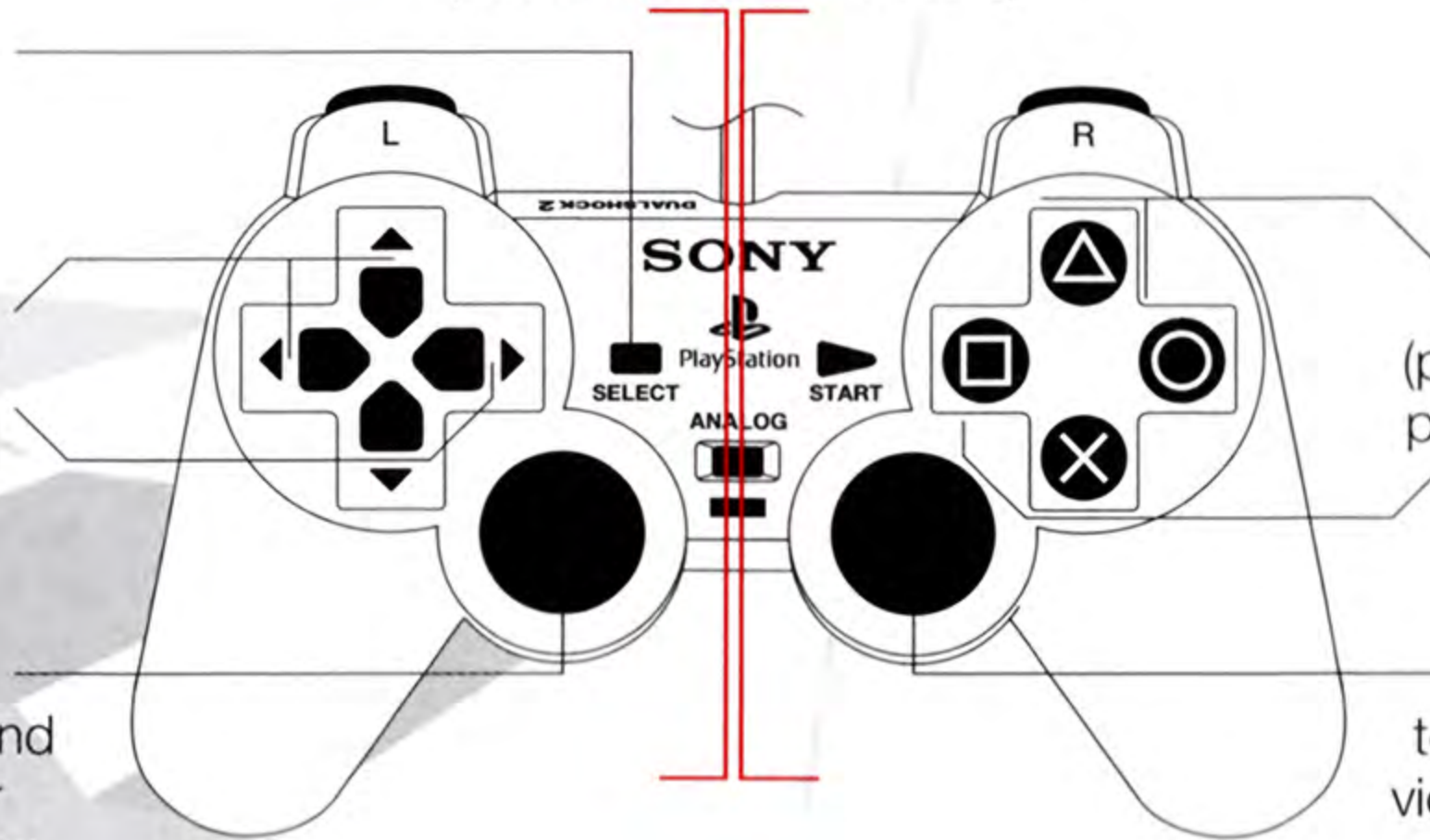
up to 2 players on one controller  
(see Sharing Controllers)

options menu

play riffs  
(press harder to  
play riffs louder)

click to toggle  
between video and  
music modes for  
directional buttons

– move left analog stick  $\uparrow\downarrow\rightarrow\leftarrow$  to  
select between rhythm, bass, melody  
and vocals, or object, camera, light  
and effects in video mode



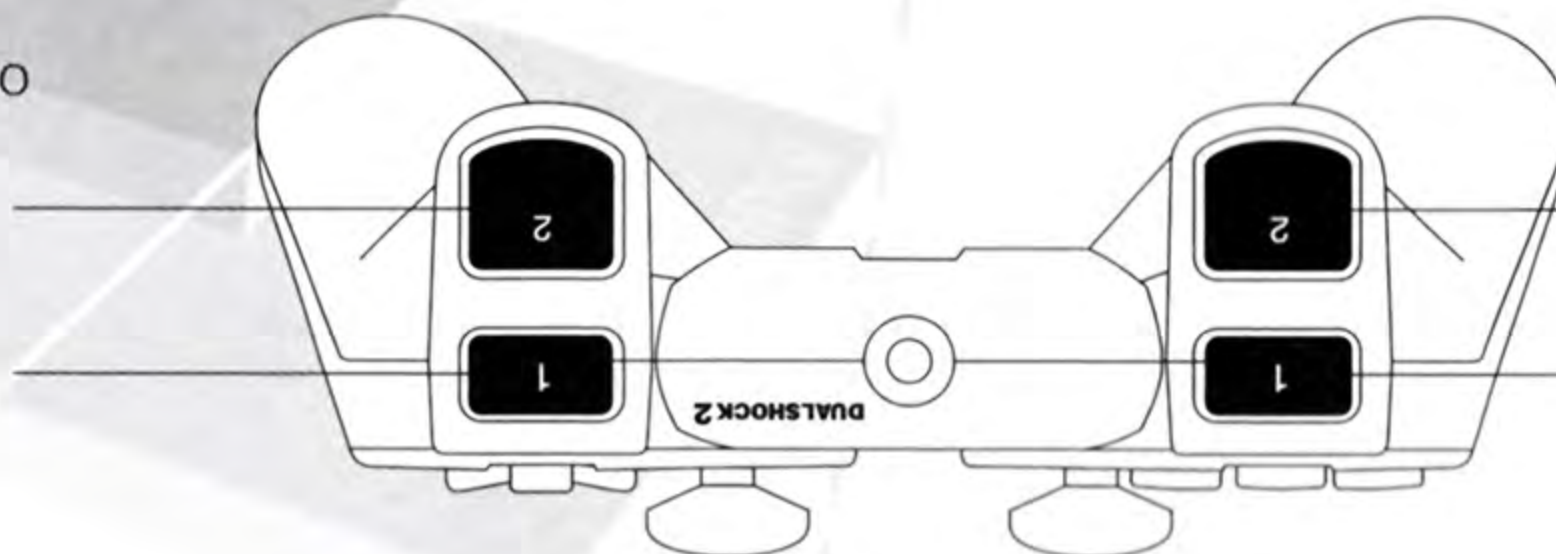
play riffs  
(press harder to  
play riffs louder)

Click to  
toggle between  
video and music  
modes for the

$\Delta O X \square$  buttons – move right analog  
stick  $\uparrow\downarrow\rightarrow\leftarrow$  to select between rhythm,  
bass, melody and vocals, or object,  
camera, light and effects in video mode

assign riffs to  
directional  
buttons

loop riff



assign riffs  
to  $\Delta O X \square$   
buttons

loop riff

Note: When using a Multitap, please make sure a Controller is always inserted in Multitap Controller port 1-A. It is recommended that additional Controllers are inserted sequentially (1-A, 1-B, 1-C etc).

### Assigning Riffs

To assign riffs to the set of buttons you are using to jam with, hold down the button you want to set up and press the second shoulder button (e.g. if you are assigning a riff to the Up directional button, hold Up and press the L2 button. For the  $\Delta$  button, hold down and press the R2 button.)

Next choose an option with the appropriate stick by highlighting LOAD RIFF / LOAD SAMPLE from the menu that appears, then click the stick to select.

This takes you to the RIFF / SAMPLE LIBRARY. Use the stick to navigate the Library, left and right changes categories; up and down scrolls the list. When you have found the riff / sample you want to play with, CLICK THE STICK to select.

You can assign up to four riffs to each button, one from each section. Assigned riffs are shown on screen as a highlighted colored segment on each button of the DUALSHOCK™2 analog controller diagram (the colors correspond to the riff type – see Color Code).

To clear a riff from a button, hold down the button and press the R2 or L2 button to call up the menu, point to CLEAR BUTTON and click the stick. Only riffs in the currently selected instrument section will be cleared.

Note: Video elements cannot be assigned to buttons.

## Looping Riffs

Looping riffs while jamming saves you getting sore thumbs from pressing the same button over and over. Hold down the appropriate riff button until the sound is playing at the volume you want, then while still holding the riff button press the L1 button (for riffs played on directional buttons) or the R1 button (for riffs played on  $\Delta O X \square$  buttons), then release both buttons.

## Sharing Controllers

By sharing DUALSHOCK™2 analog controllers (and using multitap (for PlayStation®2)) up to eight players can jam together. When sharing, each DUALSHOCK™2 analog controller is 'split' into two, one player taking the buttons and stick on the left, the other taking the buttons and stick on the right. One player can take control of music and the other can take control of video (toggle mode by clicking the appropriate stick), or both can play music – the possibilities are limitless.

## Options Menu

Click the on-screen OPTIONS control to go to the OPTIONS MENU. Here you can clear your song or video, change your pointer and analog controller configuration and view video extras. In the main section of the OPTIONS MENU, you can also set the MASTER VOLUME that MTV Music Generator™2 plays at and define the TIME SIGNATURE for your track.

Note: Only 4/4 time riffs are included in MTV Music Generator™2's libraries. If you change the TIME SIGNATURE, you'll need to create your own riffs.

Also switch AUTO NOTE LOCATE on or off. This takes you automatically to the first note in your RIFF EDITOR.

The OPTIONS MENU also gives you statistics about your track.

# CREDITS

*Funkmaster Flex appears courtesy of Franchise Records Inc.*

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## Thanks to

*Sergio Pimentel, Ross Pelling, Hywel Evans, Ian Wright, Paul Harris, Josef Eschker, Gareth Currie, Niamh Byrne, Chris Graves, Steve Hills, Ann Murray, CouchLife Ltd, EMI Music Publishing Ltd, EMI Records Ltd, Gigolo Records Ltd, Red Melon Records, Reverb Music Ltd, Sony Music Entertainment UK Ltd, Universal Music Publishing Ltd, Universal Records Ltd, Virgin Records Ltd, Apollo 440, Dano, Cassandra Fox, Gorillaz, Jamie Hewlett, Tom Astor, Tony Hewitt, Richard March, Mike Stokes, Rupert Parkes, Florian Senfter, Roni Size, Suv, Halo Varga, Funkmaster Flex, Franchise Records Inc., Franchise Marketing, Chris Sealey, 5th Platoon, Rene John Sandy, Pharoahe Monch, Lee Stone, Nina Flowers, Breez Evahflowin'.*

## Special Thanks to

*Samantha Amell, Diana Braunshteyn, Tony Calandra, Christopher Green, Sarah James, Greg Kaplan, Alice Kim, Preston Kevin Lewis, Ed Paparo, Deklah Polansky, Lisa Silfen.*



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PMS2P2US05